

Extemporé 2008-09
Raising the Bard
<http://extempore.no-ip.org>



Extemporé is a thematic unit based on the higher levels of thinking, creativity, problem solving, teamwork, affective learning, and fun. And better yet it is easily facilitated.

Choose from twelve different themes including pirates, mysteries, mythology, races, flying machines, shoes, rainforests, folk tales, Einstein, movie making, human physiology and Shakespeare! You may also participate in a state Extemporé competition a reporter called “The Walt Disney World of Academics.”

Did You Ever Wonder?

Why is “the Bard” Shakespeare’s nickname?

The word bard means poet and Shakespeare is the most widely known poet for the past 400 years. An actor, David Garrick, wrote in 1769 “For the bard of all bards was a Warwickshire Bard”. This is most likely where the nickname originated.

What was the “wooden O”?

The “wooden O” was the nickname of the Globe Theater in London where Shakespeare’s plays were first performed. It was built in 1599 in Southwark on the south bank of the Thames River. It was round or octagonal, open to the sky, and accommodated at least 2,500 to 3,000 people. There were three levels to the stage area representing heaven, Earth, and hell; and, the audience sat or stood on three sides of the stage.

What do you know about William Shakespeare and his plays? Our theme this year and newest unit is *Raising the Bard* and includes the life, times, plays, sonnets and poetry of William Shakespeare. Come join the fun and learning as we approach Shakespeare with an interdisciplinary eye. Science, math, English, history, and the fine arts abound in an easily facilitated unit based on the Missouri Standards, Bloom’s Taxonomy, DOK, and Multiple Intelligences.

Here are a few of the offerings...

- ☺ ***Practice AHA! Challenge*** ~ page 17 - These verbal challenges call for quick and creative thinking. They are a good way to begin each day! (3:6; DOK-4; BT-Synthesis; MI- V/L)

- ☺ ***Caught in the Web*** ~ page 18– This challenge will help your students get a better overall picture or visual look at Shakespeare and his works and be a work-in-progress display for your school or classroom. (1:6,8 - 2:1,2,3 - 3:6 - 4:5,6; DOK-1,2,3,4; BT-all categories; MI- V/L, L/M, V/S, B/K, Inter)
- ☺ ***Do You Stay or Do You Go?*** ~ page 23 – An imagination exercise. (2:3 - 3:3,5,6,7,8 – 4:1,3,7; DOK-1-4; BT-Evaluation; MI- Intra,Exist)
- ☺ ***Will Will Please Stand Up!*** ~ page 38 – Students research Shakespeare’s life and compete to be the real Will (1:1,2,4,5,7 – 2:1,2,3 – 4:1,5; DOK-1-4; BT-all; MI- V/L, L/M, Intra)
- ☺ ***Reading and Writing*** ~ pages 42-44 - Use this puzzle as a team activity or individual assignment. Students read a clue out loud and the team/class attempts to discover the answers. (3:5 - 4:6; DOK-1-4; BT-all; MI- V/L, L/M, Inter)
- ☺ ***Upstart Crow*** ~ pages 54-55 - Create your own Shakespearian insults and draw a picture of the creature you describe. (1:6 – 3:5; DOK-2.3.4; BT-An., S; MI- V/L, V/S)
- ☺ ***Ring Around the Rosey***– pages 56-57 – Math problems (1:8 - 3:2,3;DOK-all; BT-K, C, Ap, An, S; MI- L/M, V/S)
- ☺ ***Knock, Knock! Who’s There?*** ~ page 59 – Write a humorous story using as many Shakespeare-created phrases as you can. (1:2,4,5 – 2:1;DOK-all; BT-K, C, Ap, An, S; MI- V/L)
- ☺ ***The Comedy of Errors*** ~ page 77 – Twins for a day! (1:3,5 - 2:2,3 – 4:6; DOK-1,2; BT-K C,Ap,An; MI- V/L, V/S, B/K, Inter)
- ☺ ***Othello*** ~ page 111 – Play the *Juicy Piece of Gossip* game. (1:3 – 3:1 – 4:4;DOK-1,2; BT-K,C,Ap,An; MI- V/L, B/K, Inter, Intra)
- ☺ ***King Henry VI, Part 1*** ~ page 126 – Discover the differences in the English and French versions of Joan of Arc. (1:1,2,5,6,7,8 - 2:1,2,3 - 3:6; DOK-1,2,3; BT-K,C,Ap,An; MI- V/L, L/M, V/S)
- ☺ ***The Basics*** ~ page 136 - Create a movement that feels like iambic pentameter and play the *Rhyming Scheme* game. (1:6 - 4:6; DOK-1,2; BT-K,C,Ap; MI- B/K)

And much, much more.....

Also a Competition:

EXTEMPORÉ GUIDELINES

THE MISSION:

The mission of Extemporé is to combine risk-taking, creativity, communication, and teamwork to solve extemporaneous challenges in a competitive setting. All of us need to be able to take risks to solve difficult problems, develop our creative potential, communicate our ideas effectively, and work cooperatively with others. Extemporé gives students a chance to learn and practice these skills and develop life-long habits.

THE STRUCTURE:

Extemporé consists of a teaching unit, four arenas and **Aha!** - - -

Arena 1 is titled *Showtime*. In this arena each team will bring a prepared 4-5 minute skit that could incorporate 5 new components the day of competition. When the team enters the *Showtime* Preparation room the judge will ask them to draw cards from five decks (character, word, line of dialogue, action, and prop). The team then has 30 minutes to incorporate what the cards designate into their *Showtime* skit.

Arena 2 is titled *Engineering Feats*. In this arena each team will create, prior to competition, challenge designated vehicle(s) and/or device(s). When they enter the *Engineering Feats* Preparation room, they will draw from a deck of task cards to determine their specific problem. The Preparation room project(s) required of the team could range from a small vehicle, to a device, to a structure, to any combination of small projects and will involve their prepared vehicle(s)/device(s) in the solution. The team will then have 30 minutes to transform their materials into the required *Engineering Feat*.

Arena 3 is titled *Fine Tuning*. In this arena each team will create, prior to competition, music and art renditions of our year's theme. When they enter the *Fine Tuning* Preparation room, they will draw from a deck of task cards to determine their specific problem. The Preparation room project(s) required of the team could be creating new lyrics to an old melody, creating an original song, revising an existing work of art, creating a new work of art, or any combination of small projects and, will involve their prepared materials in the solution. The team will then have 30 minutes to transform their materials into the required *Fine Tuning* challenges.

Arena 4 is titled *Perspective*. Each team will bring a prepared 4-5 minute skit that could incorporate new components the day of competition. When the team enters the *Perspective* Preparation room the judge will ask them to draw cards from a five decks (character, word, line of dialogue, action, and prop). The team then has 30 minutes to incorporate the changes to their script and transform their materials into the required *Perspective* challenges.

Aha! All teams will compete in this part of our competition day. These six extemporaneous rooms do not require prior-to-competition preparation. In each of these rooms, teams will be given different challenges requiring extemporaneous problem solving, creativity, communication, and teamwork skills. The combined scores of these five rooms will be added to their chosen Arena score for a total competition day score.

THE PROCEDURE:

1. There are three levels of Extemporé competition - *Elementary* (Grades K-5); *Middle School* (Grades 6-8); and *High School* (Grades 9-12).
2. A team consists of four to six students.
3. Teams may consist of mixed grades, but must compete at the competition grade level of the oldest student on the team.
4. Teams will choose to prepare for Arena 1, 2, 3, or 4 prior to competition.
5. The day of competition all team members must compete in **Aha!** plus the chosen Arena.
6. Team members must prepare their own projects prior to competition. No solution may be purchased in its entirety or created by someone other than a team member.
7. Teams are encouraged to use "garage sale junk" and inexpensive materials creatively to solve their challenges.
8. Teams may not use anything thought to be dangerous in their solutions.
9. Teams may not use offensive language in their solutions.
10. Teams must be able to carry their entire solution (including devices, vehicles, art, costumes, scenery, props, makeup, etc.) to an Arena Preparation room in two boxes. The two boxes must have a total volume of no more than 4500 cubic inches.
11. *Fine Tuning* teams may bring musical instruments and their cases separate from the two boxes, but may not put any extra materials in the cases.
12. During the 30-minute preparation time the team **may not leave** the Preparation room; but they may use anything in their boxes to help them prepare for competition.

THE SCORING:

1. Each of the four Arenas is worth 150 points.
2. The winning teams will have the highest score in a total of their chosen Arena and the **Aha!** challenges.
3. Each team will receive their raw score in Arenas 1, 2, 3, or 4.
4. The team having the highest raw score for each individual challenge room in **Aha!** will receive the maximum percentage score of 30 points. All other teams will receive a percentage score based on the highest score.
5. All percentage scores of the **Aha!** challenge rooms will be added together to get a total score (maximum 150 points).

THE FUN:

Learning to take risks, use your creativity, communicate effectively, and work as a team to solve extemporaneous challenges is rewarding and fun. I hope you enjoy your prior-to-competition, preparation room, chosen Arena, and **Aha!** competition adventures!

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Raising the Bard COMPETITION ARENA SYNOPSES

ARENA 1: THE SHOWTIME CHALLENGE

Fractured Shakespeare

Your team's challenge prior to the competition is to create a four to five minute skit that blends three of Shakespeare's plays together. You must include:

- ↔ One comedy, one tragedy and one history
- ↔ At least one storyline or scene from each play
- ↔ At least three characters from each play
- ↔ A creative pantomime
- ↔ A creative juggler
- ↔ Good versus evil
- ↔ Much humor

ARENA 2: THE ENGINEERING FEATS CHALLENGE

Will's SFX

Your team's challenge prior to the competition is to create a four to five minute skit that incorporates special effects in your modernized version of *The Tempest*. You must include:

- ↔ The story line from *The Tempest*
- ↔ Three special effects
 - One powered by a simple machine
 - One powered by pneumatic power
 - One powered by electric or mechanical power
- ↔ Slapstick humor

ARENA 3: THE FINE TUNING CHALLENGE

What You Will

Your team's challenge prior to the competition is to create a four to five minute skit based loosely on the tangled plot of *Twelfth Night*. Your presentation must include:

- ↔ An original musical composition
- ↔ An original artistic version of an instrument of the time
- ↔ A case of mistaken identity
- ↔ Use of quotes from Shakespeare's *Twelfth Night*
- ↔ A comic sword-fighting duel by two people who have no desire to fight

ARENA 4: THE PERSPECTIVE CHALLENGE

A Horse of Course

Your team's challenge prior to the competition is to create a four to five minute skit retelling Shakespeare's *Richard III*. The skit must include:

- The perspective of the "missing" horse
- An annoying trumpet fanfare
- A setpiece (poetic passage)
- A ghost with an important message
- Puns and/or malapropisms (mistaken words)
- A disguise
- Wacky humor

Remember: When you choose Extemporé you have **twelve different themes** at your fingertips including pirates, mysteries, mythology, races, flying machines, shoes, rainforests, folk tales, Einstein, movie making, human physiology and Shakespeare!

Extemporé

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